AREA-51™

MIDWAY

WARNING

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-52570

1 or 2 Players • Memory Card (8MB) (for PlayStation®2) : 332KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible • Network Adaptor (Ethernet) (for PlayStation®2) adaptable: 2-16 players

POWERED BY gamespy

Area 51 © 2005 Midway Studios - Austin Inc. All rights reserved. Area 51 is a trademark of Midway Games West Inc. MIDWAY, and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2005 GameSpy Industries, Inc. All rights Reserved. Distributed under license by Midway Games Limited.Library programs © 1997-2005 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Midway Games Ltd. Developed by Inevitable Ent.

TABLE OF CONTENTS

Getting Started 3

Starting Up 4

Default Controls 5

Area 51: The Story 6

Main Menu 7

Profiles 8

Online .....9 - 10

Area 51 Weapons .....11 - 12

Area 51 Characters 13

Area 51 Enemies .....14 - 15

Pickups 16

Weapon Pickups .....17 - 18

Online User Agreement .....19 - 20

Credits .....21 - 24

Warranty 25

Customer Service Numbers 26

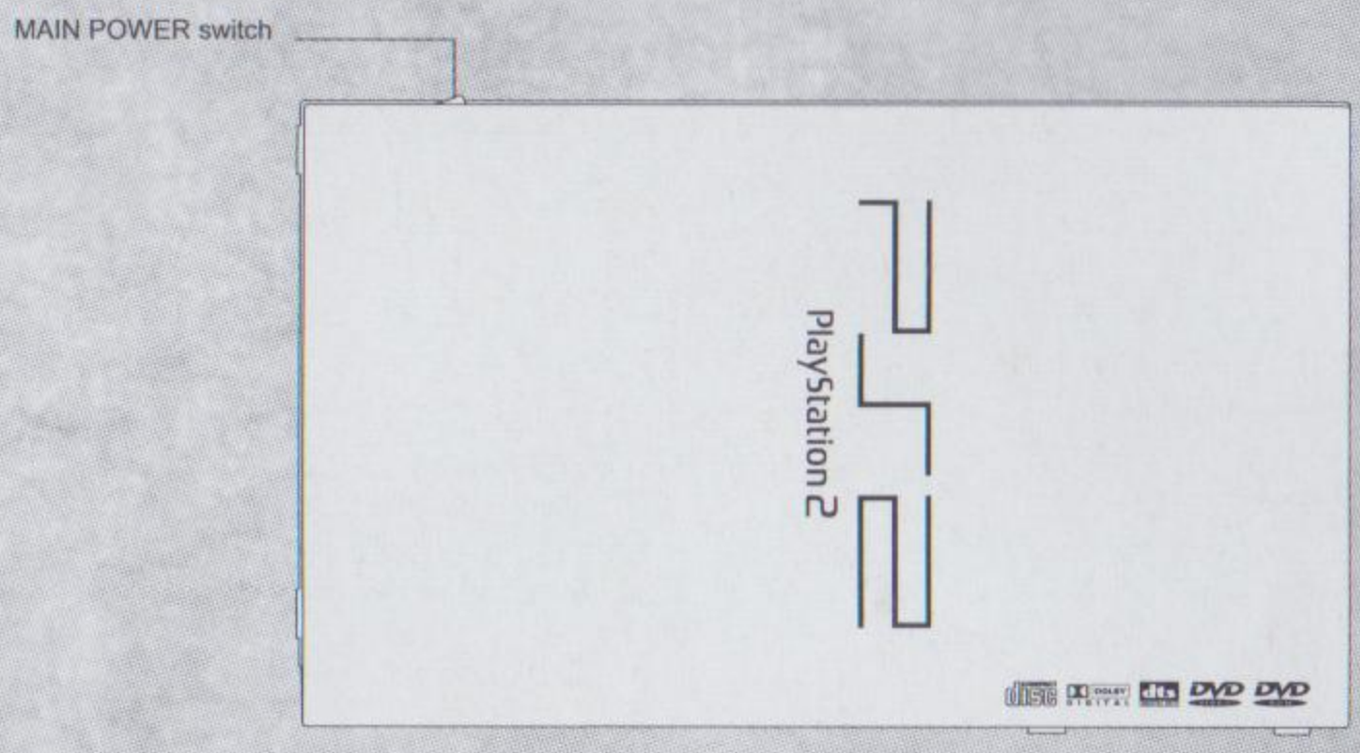
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button.

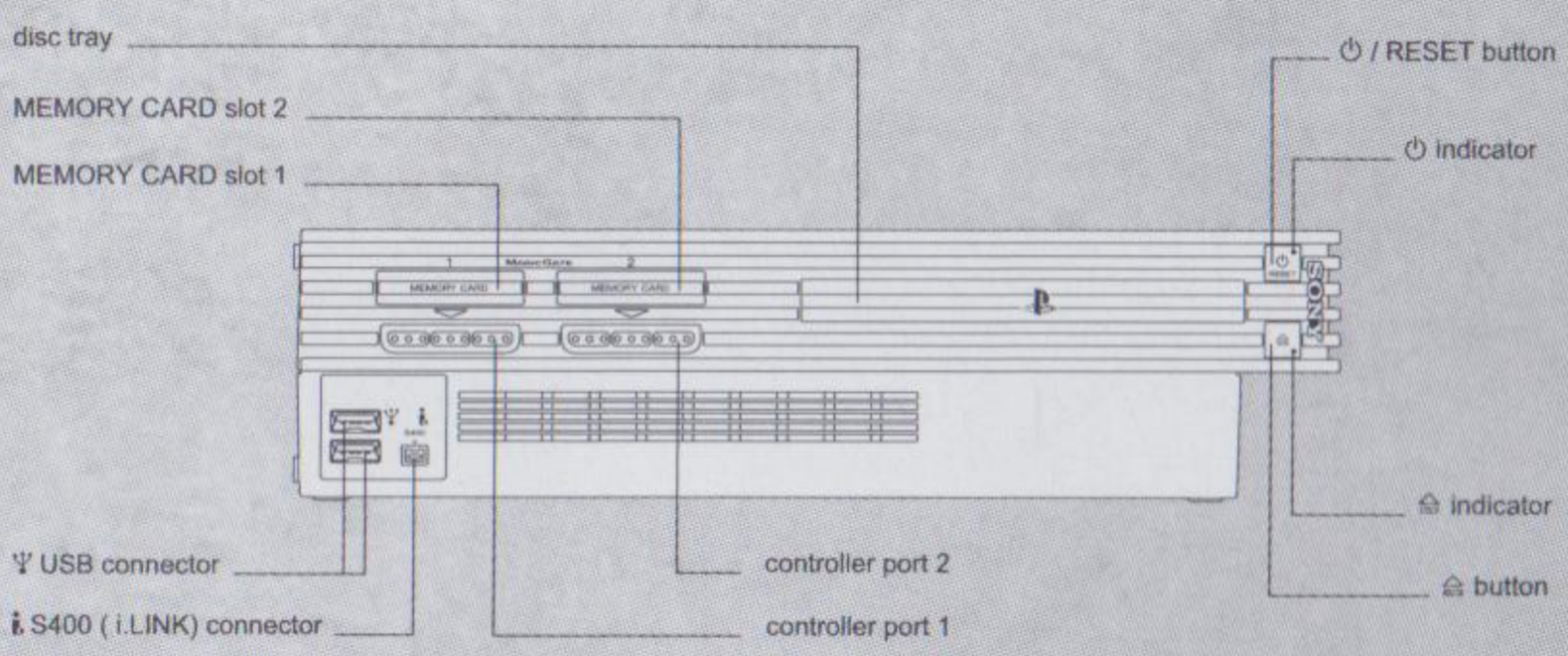
When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the Area 51™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove any accessories once the power is on. Please ensure you have enough free space on your Memory Card (8MB) (for PlayStation ®2) before starting play.

PlayStation®2 [top down view]



PlayStation®2 [front panel]



VOICE CHAT/USB HEADSET

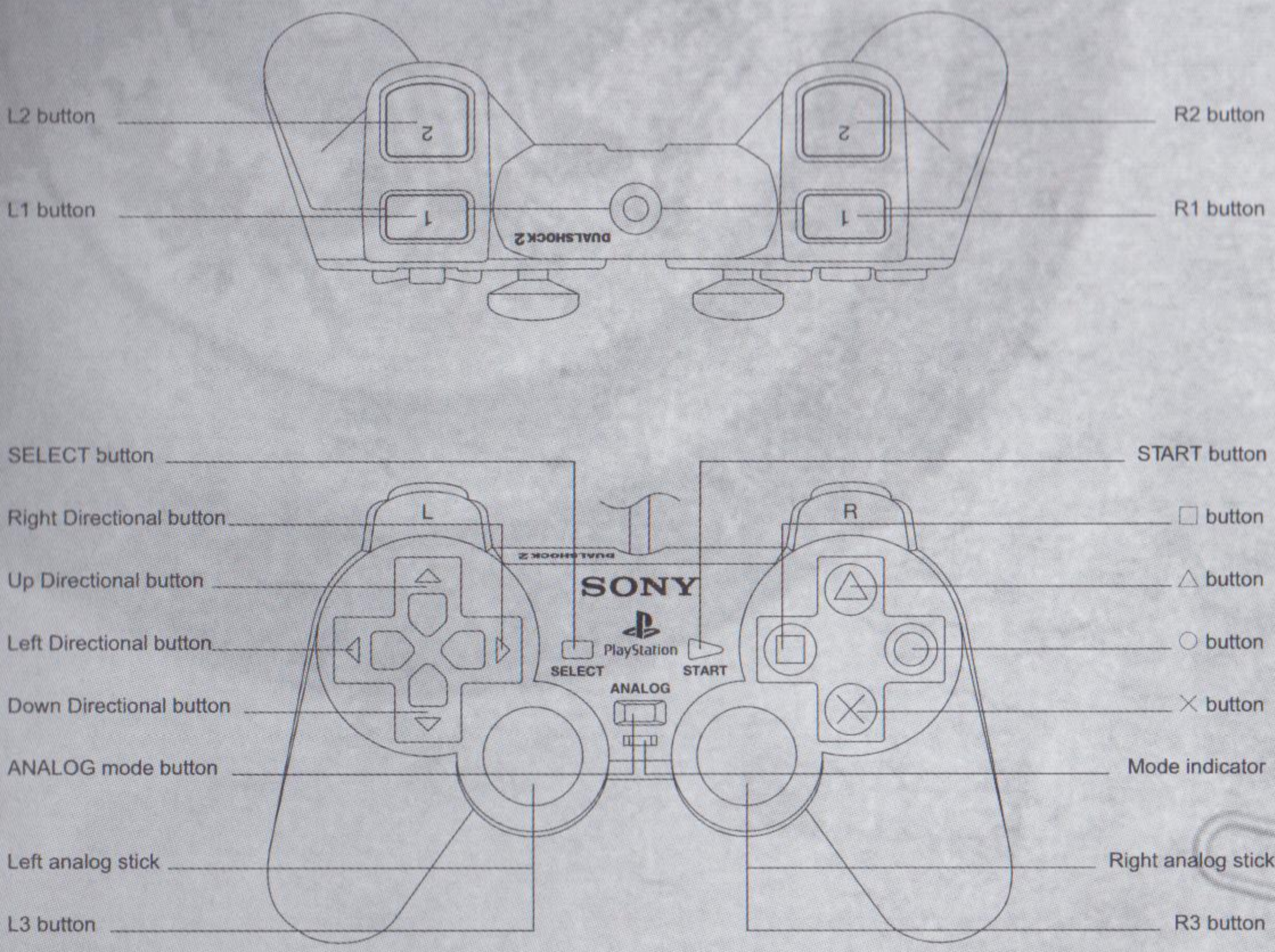
This USB Headset allows you to discuss tactics and chat with your team mates during online games. It is an optional extra and is not required to enjoy the game. With the USB symbol facing up, insert the Headset into either the upper or lower USB connector on the front of the console before turning the power on. To toggle between Local, Team and Global chat modes, press the ▬ SELECT button. Your headset mute will default to on if it is plugged into your console after an online match has already started. Voice chat is only available while in an online match. For more information regarding the Online feature of the game, see pg. 9-10.

MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection.

STARTING UP

Analog Controller (DUALSHOCK®2)



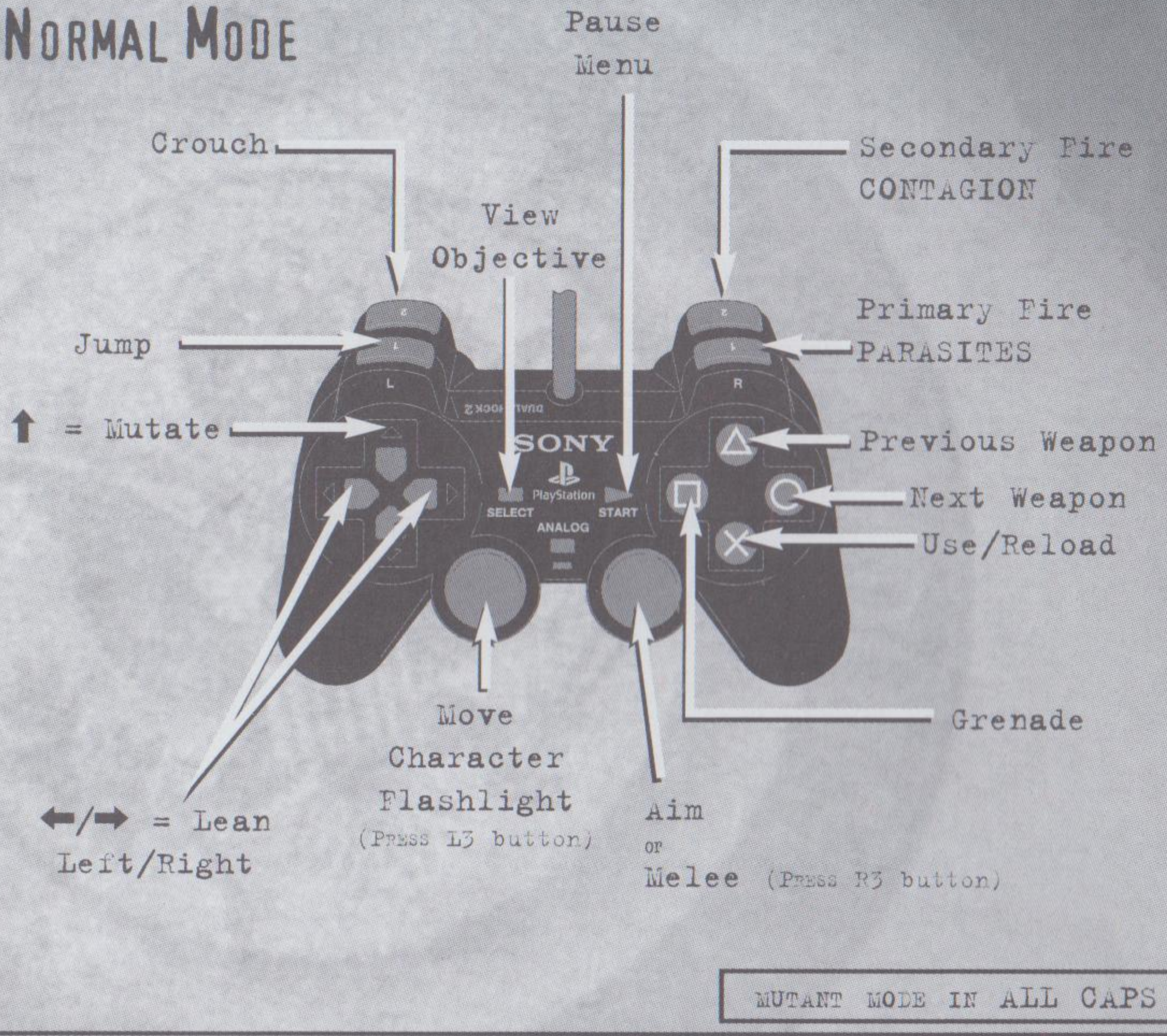
NOTE: This title only suports the use of the Analog Controller (DUALSHOCK®2).

QUITTING A GAME IN PROGRESS

During the game, press the START button to display the Pause Menu. Press the directional button ↓ to select Quit, then press the ⊗ button. To confirm exiting the game, highlight Yes, then press the ⊗ button again.

DEFAULT CONTROLS

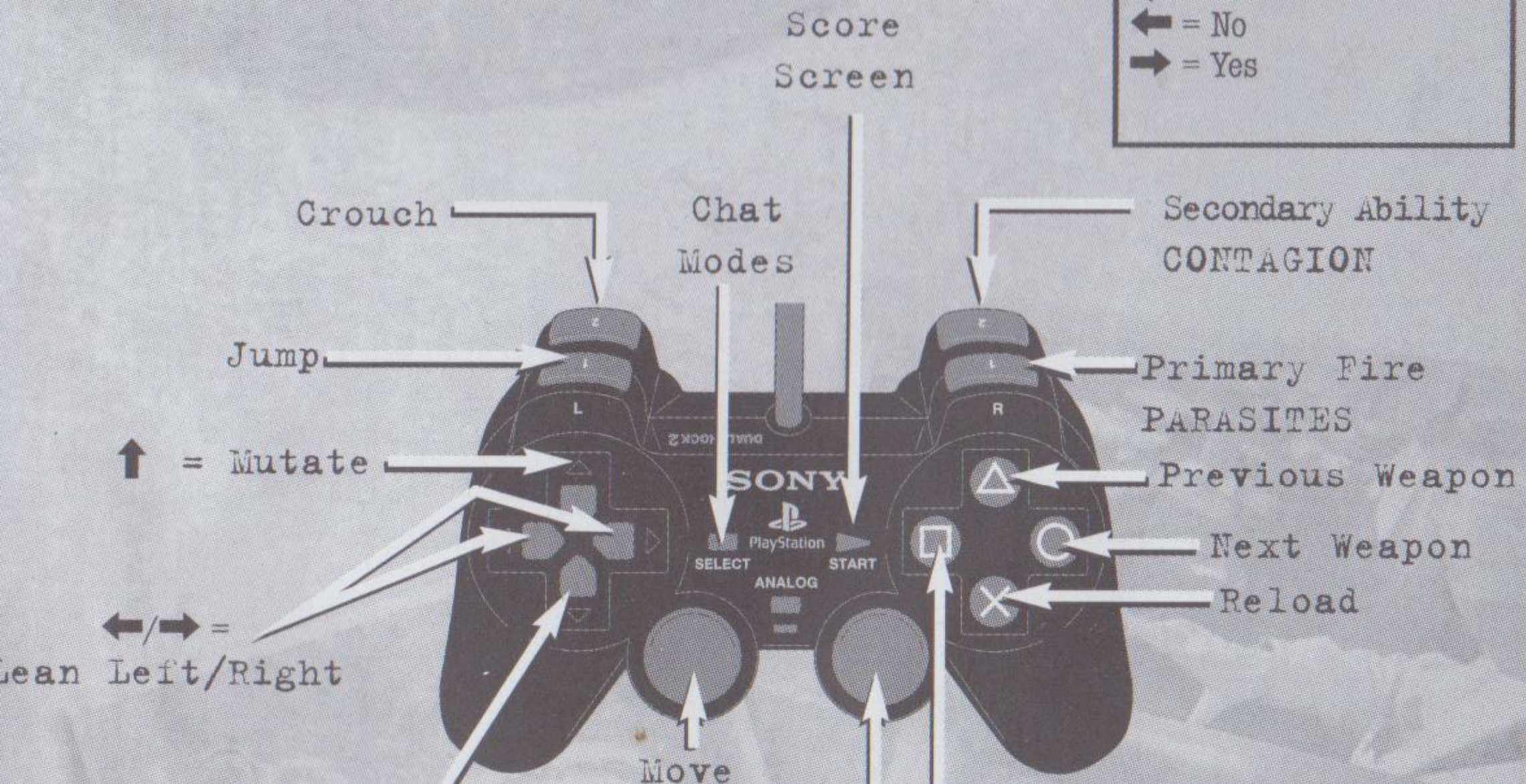
NORMAL MODE



MUTANT MODE IN ALL CAPS

MULTIPLAYER MODE

Vote Menu
⬆ = Abstain
⬇ = Cancel
⬅ = No
➡ = Yes



MUTANT MODE IN ALL CAPS

AREA 51: THE STORY

The mysterious Grays have studied humanity for thousands of years. Earth's remote location in the backwaters of the galaxy made it an ideal location for the alien race to conduct research that is too dangerous to perform on any of their homeworlds. Embroiled in an interstellar war with an unknown enemy, the Grays were desperate to develop a super-weapon that would ensure their survival. The natural resources and large population of Earth, combined with the human leadership's corrupt accommodations provide the perfect facility for the Grays' biological warfare development.

In 1947 a Gray research ship experienced a major malfunction resulting in a crash near Roswell, New Mexico. The United States Government quickly covered up the truth, sealed off the site and recovered a badly wounded Gray named "Edgar" who was transported to Area 51 for study. In the time that followed major elements of the government were co-opted by the powerful Illuminati, a secret organization of elitists dedicated to ruling the world from the shadows. The Illuminati used their influence to set a new secret agenda for Area 51. A major base was built over the initial laboratory that housed the crippled "Edgar", and the Grays established a research facility 3 miles below the desert surface. Since then it has served as the only secure landing site for all subsequent Gray vessels.

In time the Illuminati formed a Pact with the Grays, granting them needed resources (including humans for experiments) in return for exclusive access to Gray technology.

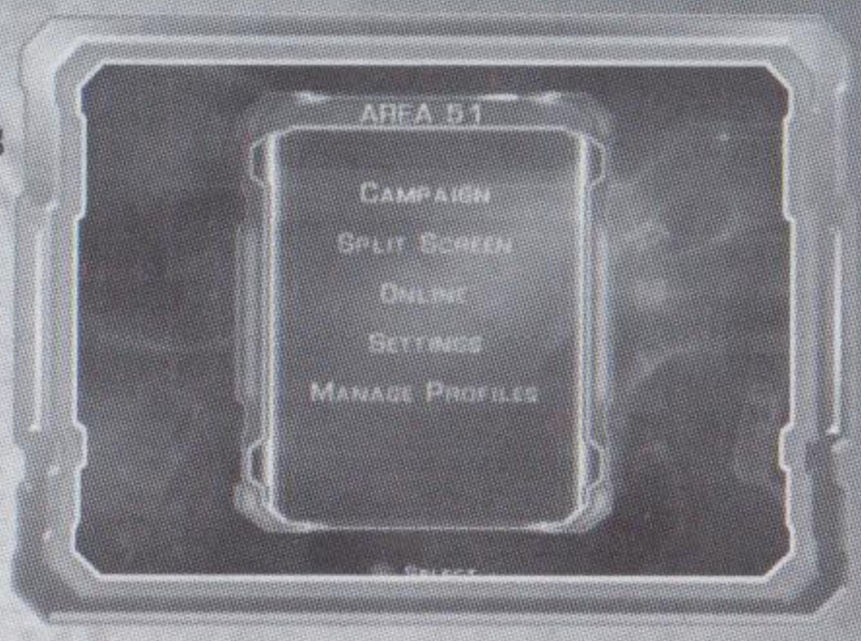
For the last 20 years human and Gray researchers have worked in tandem to great effect, creating a creature-weapon codenamed "Theta" intended for use in the distant alien conflict. One human scientist, Dr. Winston Cray, is working with the mysterious "Edgar" on perfecting a viral weapon. Cray believes mating this virus with the "Theta" project will yield the super-weapon the Gray's have long sought.

Tipped off by "Edgar", Dr. Cray now struggles to prevent the Grays from completing their weapon and destroying Earth. Since the Illuminati control the laboratories of Area 51, Cray risks everything by calling for help. He released his viral weapon within the subterranean sections of the base with the intention of creating chaos and distraction within the Illuminati, hoping to stall completion of the Grays' plans and prompt interference from military forces on the surface. The resulting infection spread to the upper sections of the base and military commanders reacted quickly by sealing the area and calling in Military Hazardous Materials Teams. After the initial HazMat Team Delta went missing a second unit was dispatched. HazMat Team Bravo must discover the fate of Team Delta and discover the source of the deadly virus.

SPECIAL REPORT NO. 14
PROJECT NO. JFSO
FOR OFFICIAL USE ONLY
(AFR 190-16)
AIR TECHNICAL INTELLIGENCE CENTER

MAIN MENU

CAMPAIGN



You are Ethan Cole, a part of the Army's Hazardous Materials action and response team. As Ethan Cole, you'll follow the Area 51 storyline as you play through the game's many vast levels. You'll encounter many obstacles as you uncover the truth about Area 51.

To start your mission, select Campaign on the Main Menu. Once this option is selected, you'll need to Create a New Profile (see Profiles, next page).

Campaign Menu

Once you've created your Profile, you can select New Campaign to start from the beginning, or you can select Resume Campaign to continue a previously saved game.

SPLIT SCREEN

This option allows you and a friend to go one-on-one, selecting from available characters, weapons and up to 14 levels. Each player must first enter a Profile before the match can start (see Profiles, next page).

Once you've either selected or created a new profile, press the ◎ button to advance to the Split Screen Options menu.

Split Screen Options

Press the directional buttons ⬅ or ➡ to adjust these two options:

Time Limit
You can set your game's Time Limit from No Limit to 60 minutes.

Score Limit
Set your game's Score Limit from No Limit to 200.

Once your options are set, select Continue and press the ⊗ button to view the Map Select screen.

MAP SELECT

Available Maps

As you acquire new maps, you can add them to the maps listed under Map Sequence. Highlight the map you want to add, then press the ⊗ button.

Map Sequence

At the Map Select screen, you can press the directional buttons ⬆ or ⬇ to highlight a level listed under Map Sequence. Press the ⊗ button to select the level you want to play first. The next level you select will be the second level you'll play and so on. Repeat this process to place the levels in the order you want to play.

Once you've set up your maps, select Launch Server to begin.

PROFILES

In order to save games and personal stats, you'll need to create a Profile, then save it to your memory card (8MB) (for PlayStation®2). You can create a Profile without a memory card (8MB) (for PlayStation®2), but once you power down, your game's progress will be lost.

Area 51 has two separate save files. The Settings save file requires 148KB and the Profile save file requires at least 184KB.

Profile Name

Press the directional buttons ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ button to select. Repeat this process to spell out your name, then select OK to accept the name.

Controls

To adjust options, you'll either highlight the option and press the ⊗ button to "check" the option's box or press the directional buttons ⬅ or ➡ to make an adjustment. At any time, though, you can select Restore Defaults to return the options to their default settings.

Invert Y Axis

If you're not comfortable with the game's default "Y Axis" (Up and Down) movement, you can select this option to invert the controls.

Horizontal/Vertical Sensitivity

You can adjust the sensitivity of the left or right analog sticks to move slower (⬅ adjustment) or faster (➡ adjustment) when you're playing the game.

Crouch Toggle On

Turn this option ON to have each press of the crouch button toggle between crouching and standing.

Look Spring On

When this is set to On, your view will spring back to the centre of the screen once you release the analog stick. Set it to Off to control all movements as you look.

Vibration On

Turn the vibration feature for the Analog Controller (DUALSHOCK®2) On or Off.

Auto-Switch Weapon

This option automatically switches to a newly picked up weapon.

Multiplayer Avatar

For multiplayer games, you can select an Avatar. Press the directional buttons ⬅ or ➡ to cycle the available colour schemes.

Campaign Difficulty

Set your Campaign difficulty to Easy, Medium or Hard*.

*Note: The Hard option is not available until you've completed the game with the game set at Medium difficulty.

Autosave Status

You can set the game to Autosave your progress as you play in a Campaign. With Autosave set to On, your progress will be automatically saved each time you achieve an objective. If Autosave is disabled, you'll be prompted whether or not you want to save your progress.

*Note: If the game has Autosave enabled, a memory card (8MB) (for PlayStation®2) image will briefly display on the right side of the screen to indicate that saving is occuring. When the image is being displayed, do not remove the memory card (8MB) (for PlayStation®2), controller, or reset/switch off the console.

ONLINE

GETTING STARTED

A Network Adaptor (Ethernet) (for PlayStation®2) is required to play online.

Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

A memory card (8MB) (for PlayStation®2) with a valid Your Network Configuration file is required to play online.

Area 51's Online feature allows you to connect to the Internet and play a multiplayer game against up to 15 players online. In order to access Area 51's Online mode, you will need a network adaptor (Ethernet) (for PlayStation®2), a memory card (8MB) (for PlayStation®2), and a broadband connection to the Internet from an Internet service provider (ISP). Use the following procedure to log on:

Select Online from the Main Menu to view the End User License Agreement (EULA). If you accept the conditions, you'll proceed to connect to Area 51 online. If you have more than one network configuration, wait for network configurations to be shown, select one then proceed through connecting to the network and authenticating DNAS data.

Select an existing profile or Create a Profile (see Profiles, pg. 8). The first time you connect, the game will ask for a birth date, because no user under 13 years of age will be allowed to play Area 51 online. If you're between 13 and 18 years old, you may connect to Area 51 online, as long as you have your parents' permission, as per the EULA. Once connected, you'll see the Area 51 online Main Menu.

Note: During Online Setup, you cannot edit or delete AOL network settings. Also, you'll be required to view and accept the terms and conditions.

Note:
Online features for Area 51 subject to online access terms and privacy statement (access terms on pgs. 19-20). MHE RESERVES THE RIGHT TO TERMINATE THE ONLINE FEATURES FOR THIS PRODUCT AFTER 90-DAYS NOTICE, located at www.midway.com and/or the News and Updates section of the Online options (see next page). Players are responsible for all applicable internet fees.

NETWORK SETTINGS

Add Settings - Follow on-screen instructions to configure Internet settings.

Edit Setting - To make changes to your settings, follow on-screen instructions.

Delete Setting - Delete settings you'll no longer need.

Test Connection - To make sure you've successfully entered your setting, put the settings to the test.

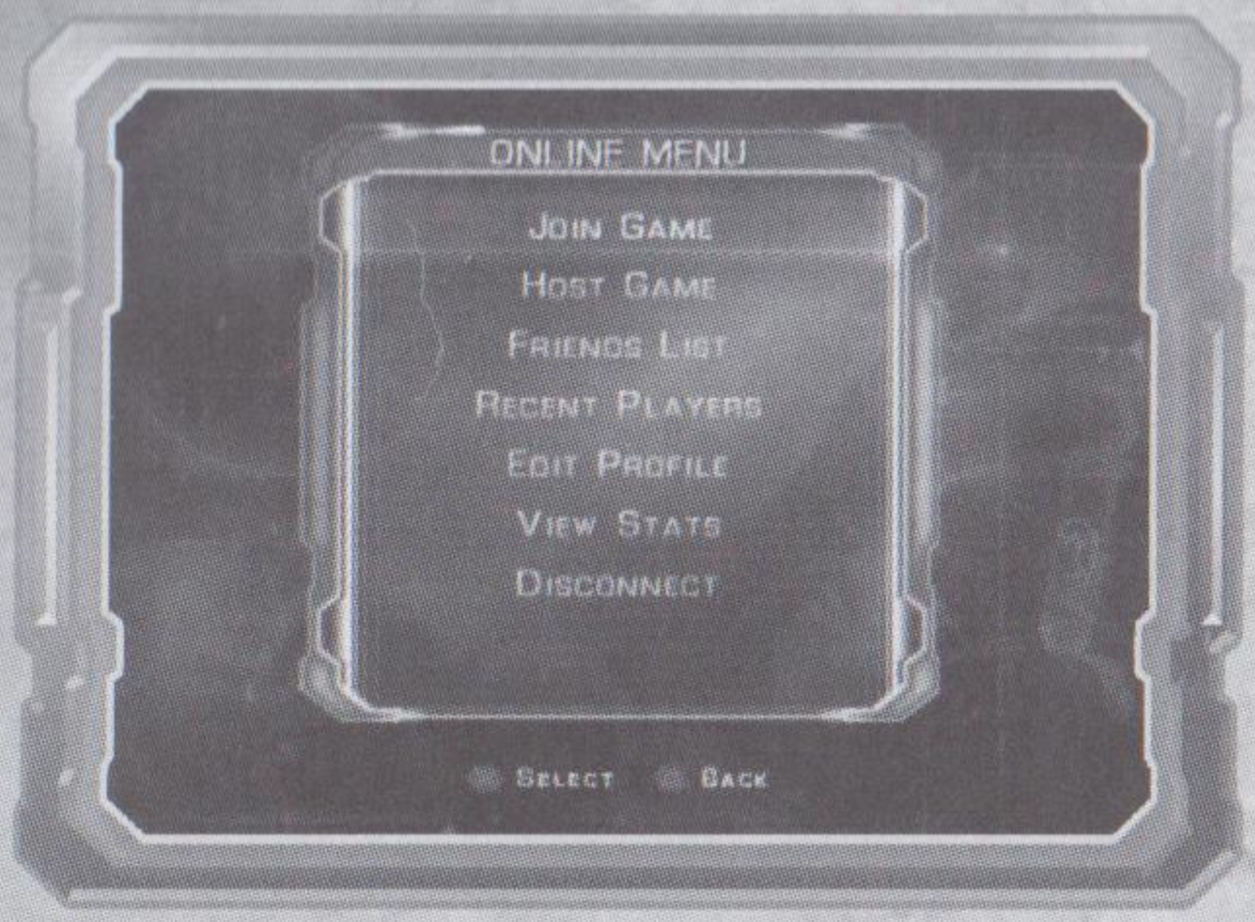
Note: Network setting(s) can be created using the network adaptor start-up disc included with your network adaptor (for PlayStation®2).

Network Compatibility

Area 51 supports Online gameplay using the network adaptor (Ethernet) (for PlayStation®2) to connect to the network. The in-game networking uses the official IANA registered PS2 UDP port number:

ps-ams 3658/udp PlayStation AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

ONLINE



Join Game

If a previously created server is available, you can use this option to join the server and hook up with an opponent. Use the Join Filter options to be specific about the type of game you want to join. Highlight an option, then press the directional buttons ⬅ or ➡ to change the options. When you're done, select Continue to go to the Join Game screen.

Host Game

To host a game, select this option, then select from the letters and numbers to spell out the name of your game Server. If you like, you can set a password to get into the room you've created. You can select a Game Type, set your Mutation Mode or turn Voice Chat On or Off.

Friends List

When you log on, select this option and see if your listed friends are online.

Recent Players

This option gives you a list of the most recent online players.

Edit Profile

When you select this option, the Edit Profile options are displayed, so you can make changes to your profile (see Profiles, page 8, for more information).

View Stats

As you play online matches, your stats will accumulate. Use this option to see what kind of numbers you're putting up.

Leaderboards

Take a look a the Area 51 leaders to see where you stand. It displays Rank, Name, Record and Points for the players on the leaderboard.

News and Updates

Check out the latest news and updates regarding the Area 51 Online world.

Change login

Change the name you've used to login.

Disconnect

Disconnect from Area 51 Online.

AREA 51 WEAPONS

M-11 "Scorpion" Pistol

Projectile Type : 10mm jacketed hollow-point
Dual-Wield : No
Damage : Medium
Accuracy : Medium
Range : Close
Rate Of Fire : High
Firing Mechanism : Semi-Auto
Magazine Capacity : 8 Cartridges
Scope : Red Dot, Holographic
Secondary Ability : Combat Flashlight, White LED (85 lumens)

XM-32 "Viper" Assault Rifle

Projectile Type : 6.8mm full metal jacket, enhanced penetrator
Dual-Wield : Yes
Damage : Medium
Range : Medium
Rate Of Fire : High
Magazine Capacity : 30 Cartridges
Accuracy : Medium (semi-auto),low (automatic)
Firing Mechanism : Selective Fire (semi-auto, full auto)
Scope : Advanced Combat Optic, 1.5x zoom
Secondary Ability : Combat Flashlight White LED (85 lumens)

M-170 "Hammer" Combat Shotgun

Army Designation : M-170 "Hammer" Combat Shotgun
Projectile Type : 12gauge XXX buckshot, with secondary micro pellets for maximum dispersion
Dual-Wield : Yes
Damage : High
Range : Low
Accuracy : Low
Rate Of Fire : Medium
Firing Mechanism : Semi-Auto
Magazine Capacity : 10 Shells
Scope : None
Secondary Ability : Fires 1 shell from both barrels simultaneously

---

SR-125 "Wraith" Special Purpose Rifle

Projectile Type : 7.62mm SLAP (sabot light armor penetrator)
Dual-Wield : No
Damage : High
Range : High
Accuracy : High
Rate Of Fire : Medium
Firing Mechanism : Semi-Auto
Magazine Capacity : 6 Cartridges
Scope : Advanced Sniper Optic, 2x and 10x image stabilized zoom, integrated laser range finder

---

M-25 Frag Grenade

Official Designation : M-25 HEDP (high-explosive, dual-purpose) Fragmentation Grenade
Damage : Medium (RDX stabilized explosive)
Range : Medium
Secondary Ability : Contact fused or 2 second delay

AREA 51 WEAPONS

AN/PEQ-61 "QuickFix" Scanner

The "QuickFix" is a hand-held, multifunctional device used by Hazmat teams on special operations to quickly analyze, record and transmit data.

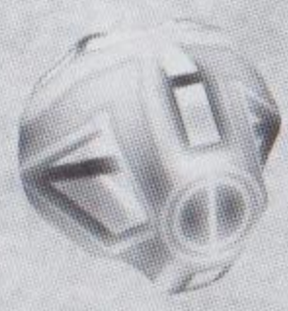
- 5" Organic Electroluminescent Display.
- Spectrum analyzer capable of sampling airborne particles to 1012 parts per million.
- Interrogative super-heterodyne variable-frequency laser

capable of analyzing over 1,000,000 known substances.

Secondary Ability: Combat Flashlight, White LED (85 lumens)

JB Grenade

Army Designation : XM-197 "Jumpin' Bean" Experimental Grenade
Damage : High (high-yield graviton-plasma implosion)
Range : High
Secondary Ability : If player unlocks "expert" mode the JB will fly direct to line of sight for optimal attack profile.



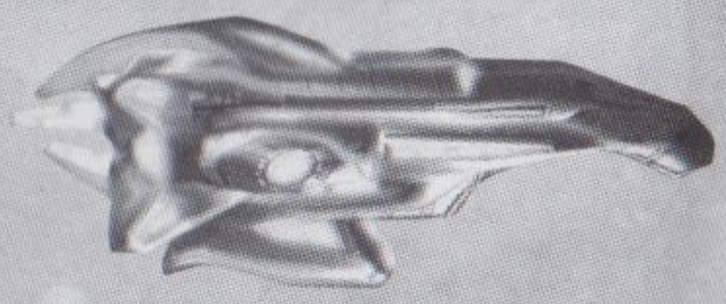
BBG

Alien Designation : Unknown
Projectile Type : Highly Charged Meson particles which cling to organic surfaces, rebound off all other materials
Dual-Wield : No
Damage : Medium
Range : High
Accuracy : High
Rate Of Fire : Medium
Magazine Capacity : 50 particle impulses
Scope : None
Secondary Ability : Integrated "intelligent" LIDAR beam, predicts Meson particle path, changes frequency when illuminating organic target

---

Meson Cannon

Alien Designation : Unknown
Projectile Type : Unstable (imbalanced antiquark ratio) Meson particle
Dual-Wield : No
Damage : High
Range : High
Accuracy : Medium
Rate Of Fire : Low
Magazine Capacity : 1 particle impulse
Scope : None
Secondary Ability: None



AREA 51 CHARACTERS

Specialist Ethan Cole

Ethan Cole is a mission specialist on Hazmat Team Bravo. A trained biologist, Cole's remarkable marksmanship and tactical skills have served him well in his Army career. Cole's primary responsibility on Hazmat Team Bravo is the operation of the AN/PEQ-61 "QuickFix" Scanner. If the team is to develop a countermeasure to a viral threat, the scanner will be the primary means of gaining information. The pragmatic son of a prominent doctor and respected college professor, Cole doesn't believe in little green men.

Major Douglas Bridges

Major Bridges is tough Special Forces officer in charge of the DoD's Quick Reaction Force. If a sensitive military installation experiences a "situation" they cannot control, Major Bridges and his QRF platoons are sent in to contain the threat and employ whatever countermeasures are deemed necessary.

Mitch "Crispy" Chrisman

Crispy attended West Point and almost got kicked out twice. While he barley managed to graduate with a pre-med degree, his constant practical jokes got him assigned to Hazmat Team Bravo as a Chief Warrant Officer. He is the team's medic and is cross-trained in communications.

Jack McCan

Jack McCan is the proud son of a military father and received a degree in biology from Stanford. He has repeatedly declined officer candidate school to stay in the field and remains a sergeant. An avid reader, he's never without a paperback tucked into his BDUs. He is the team's combat arm's specialist and microbiologist.

Anthony Ramirez

Captain Anthony Ramirez is a hard-nosed career soldier with 14 years of service in the United States Army. After commanding a platoon in Major Bridges' elite QRF, he was entrusted with command of Hazmat Team Bravo. He is in extremely good shape (working out an extra 2 hours a day over and above his standard PT regimen) and loves his protein bars. His primary responsibility is team command and control, but he is cross-trained in demolitions.

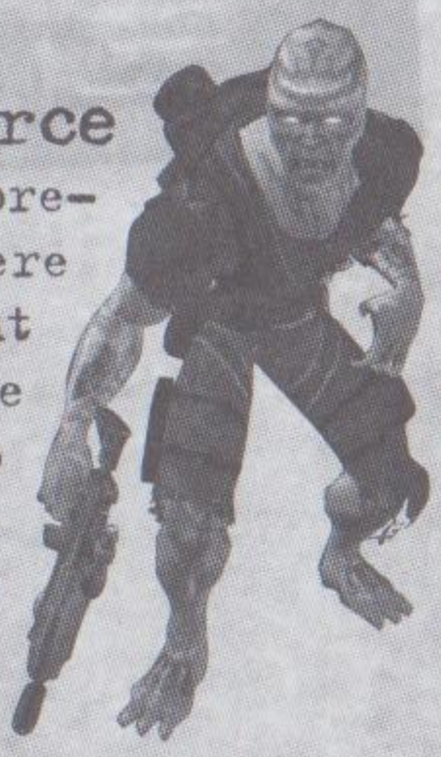
Dr. Winston Cray

Dr. Winston Cray is a scientist emeritus attached to Air Force Flight Test Centre, Detachment 3 (AFFTC Det. 3) otherwise known as Area 51. Originally a scientist attached to Project Paper Clip, he was the first scientist on scene at the UFO crash-site in Roswell, New Mexico. Since that event, he has been in charge of all research involved with Aliens.

AREA 51 ENEMIES

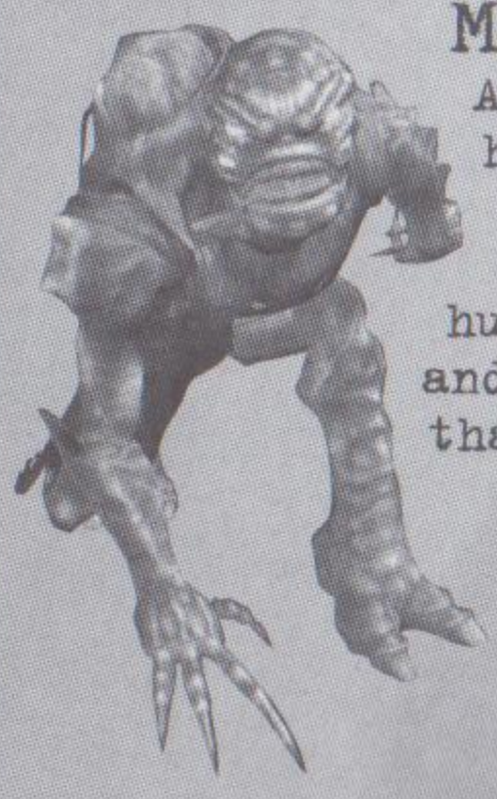
Mutant Scientist

Many of the research scientists trapped in the lower levels of Area 51 were exposed to an unknown mutagen. Possibly viral in nature, this mutagen triggered a rapid growth phase, greatly strengthening the skeletal and muscular systems. Similarly, the virus has caused a severe psychosis in all those infected.



Mutant Security Force

The security component of Area 51 was unprepared for a viral outbreak. Many of them were caught off guard and didn't have time to put on a gasmask. Those infected by the release of the virus mutated rapidly. They seem to retain enough of their humanity to use firearms in a rudimentary manner.



Mutant Leaper

As the virus continues to mutate its human host, the victim begins to completely devolve into an animalistic state. The Leaper is the final phase of human mutation and has lost all humanity. Leapers use all four limbs to move and climb surfaces. They possess wicked talons that can penetrate through body armor.

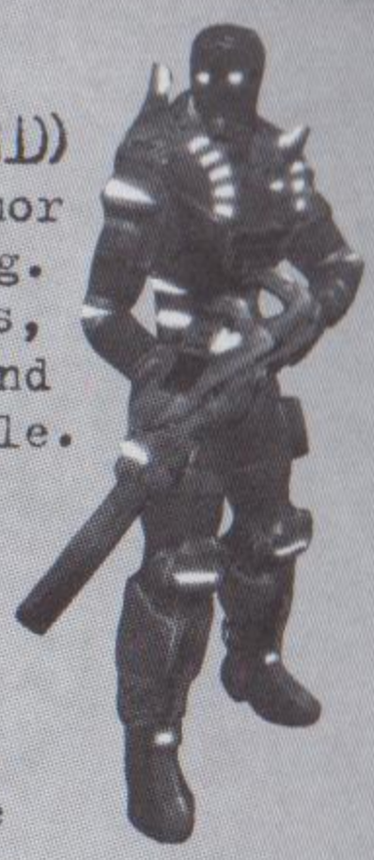
Mr. White

Mr. White is the Illuminati's representative to the Grays. Originally a scientific peer to Dr. Cray, Mr. White was seduced by the Illuminati and has become Dr. Cray's nemesis. After perfecting human cloning, Mr. White's research was used to create the Black Ops. Mr. White, ever the narcissist, created several clones of himself to ensure a powerbase of loyal servants. Mr. White's cooperation with Gray's is carefully calculated to provide him the technology and weapons to eventually control the world.

AREA 51 ENEMIES

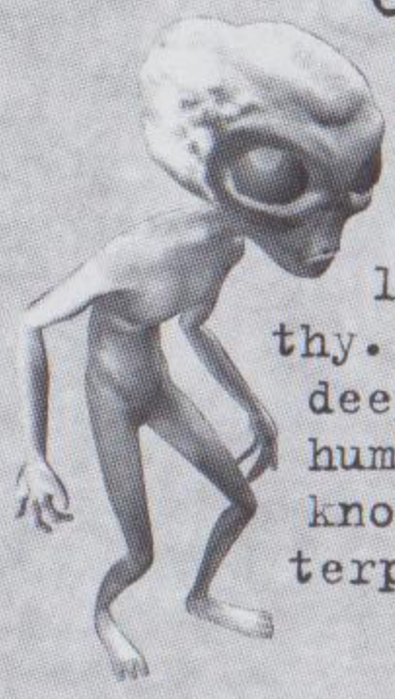
Black Ops

Black Ops are cloned humans, the result of experiments with Alien / Human DNA recombination. These hybrids have excellent combat reflexes and are conditioned to obey orders from the Illuminati and Grays.



Black Ops Leader (RED)

Selected Black Ops are given cloaking armor enhancements and specialized tactical training. Used to command squads of ordinary Black Ops, the Black Ops Leaders are a serious threat and should be eliminated as quickly as possible.



Gray

Not much is known about the enigmatic Grays. Their first contact with humankind was the result of a scout ship that experienced a malfunction and crashed near Roswell, New Mexico in 1947. They communicate using gestures and telepathy. Rarely encountered, they prefer to dwell in the deep bowels of Area 51 experimenting with captive humans. The exact purpose of these experiments are known only to the Grays and their Illuminati counterparts.

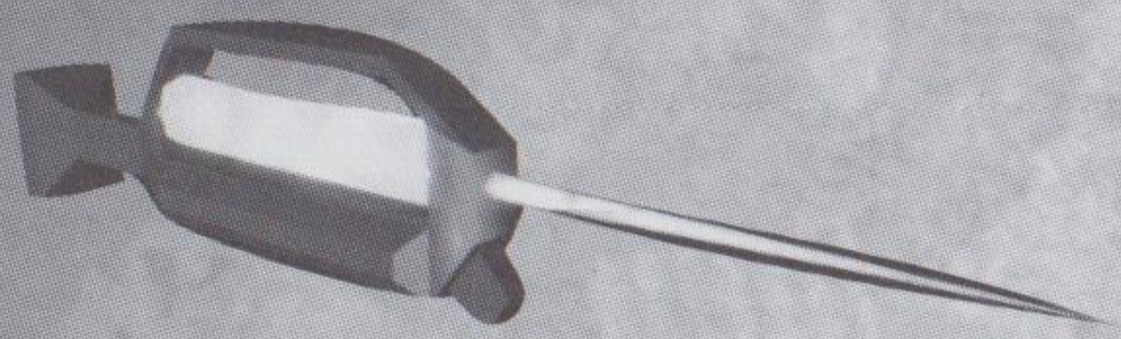
Theta

The Theta is the ultimate biological weapon engineered by the Grays to spread a mutagenic virus as quickly as possible to any carbon-based enemy. Theta can communicate and command Leapers. Equipped with an electro-chemical pulse weapon, the Theta is an impressive killing machine. Rumors within the Illuminati elite talk of a "Super Theta" project.

Edgar

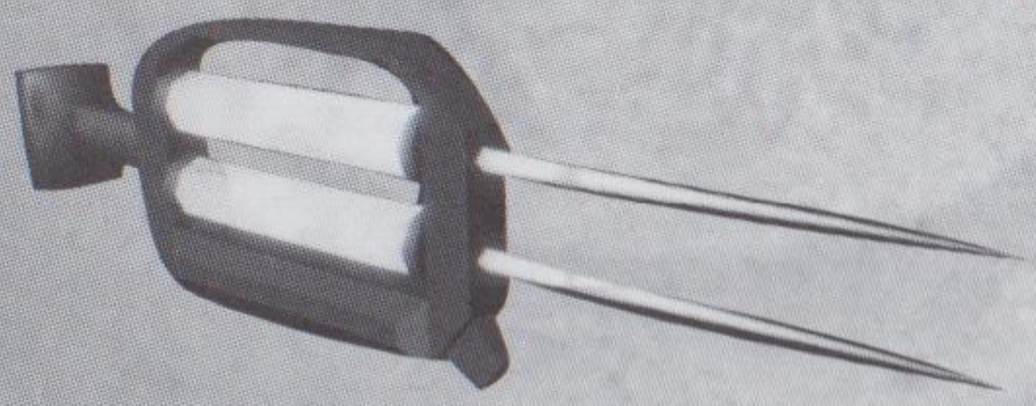
Edgar is a deformed and bloated Gray who is imprisoned by his fellow Grays and the Illuminati. Edgar's life, the little it encompasses, remains within a large glass container. This mechanical prison keeps Edgar alive as his blood is harvested to create the viral weapon. Edgar communicates via telepathy and retains the Grays' ability for limited telekinesis. Edgar appears to be lifeless, but his throbbing heartbeat and the eerie fluid moving through his veins warns otherwise. Edgar and Dr. Cray are allies against Mr. Whites and his nefarious plans.

PICKUPS

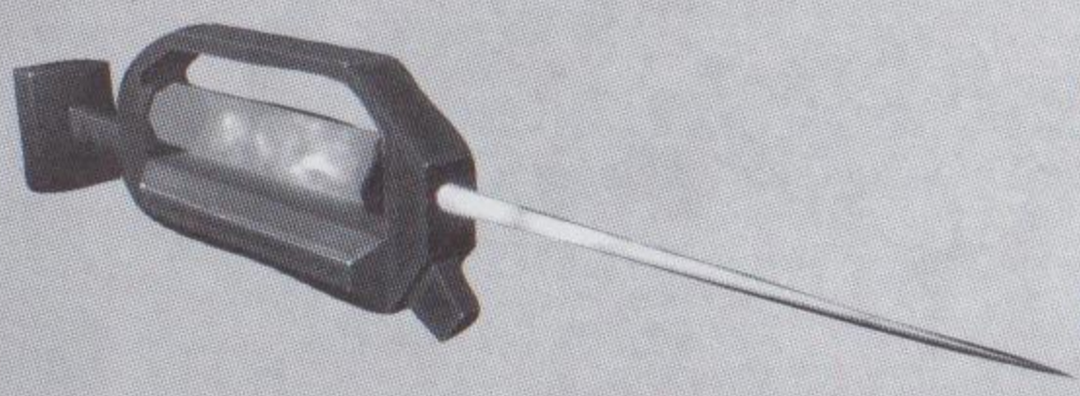


HEALTH (Green)

Small

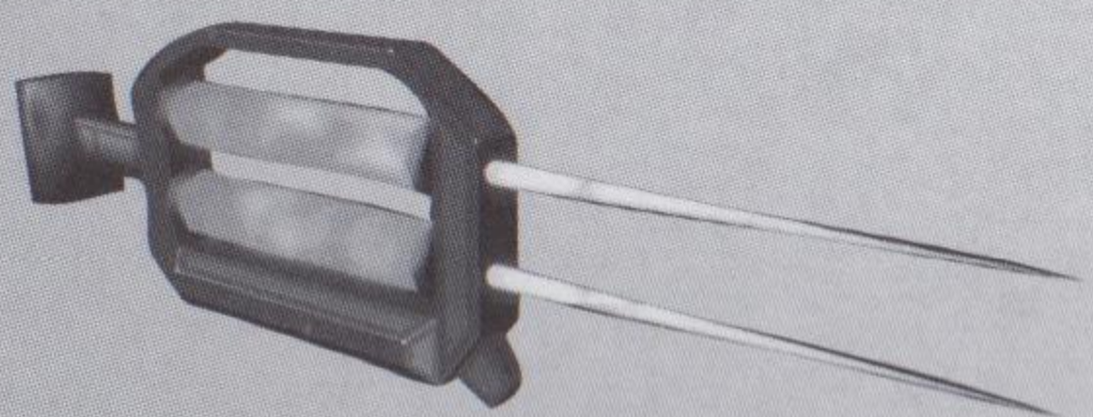


Large



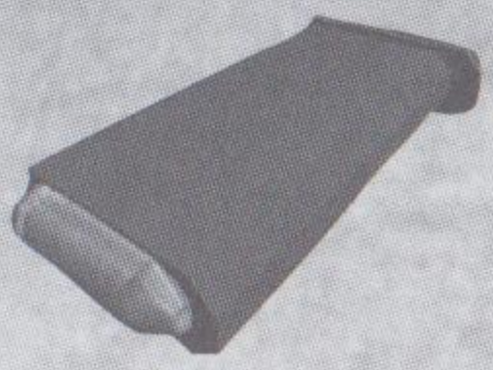
MUTAGEN (Orange)

Small

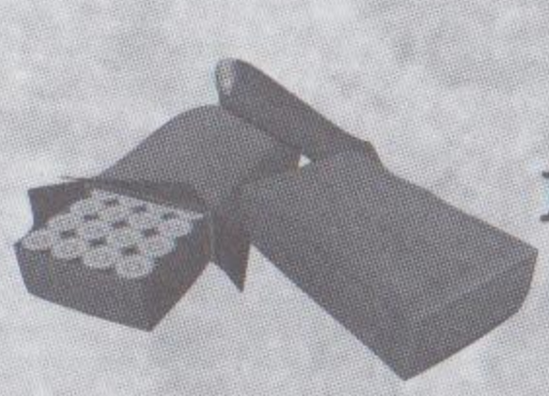


Large

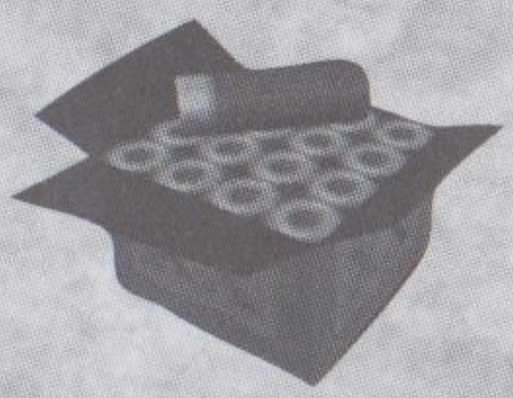
WEAPON PICKUPS



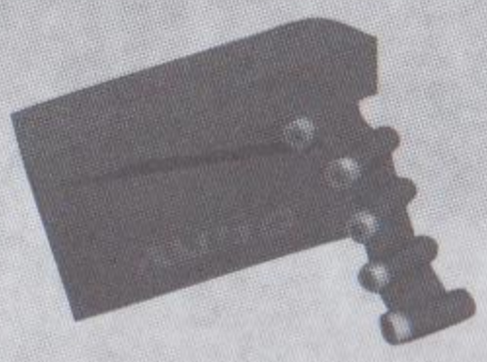
Small M-II Pistol Ammo



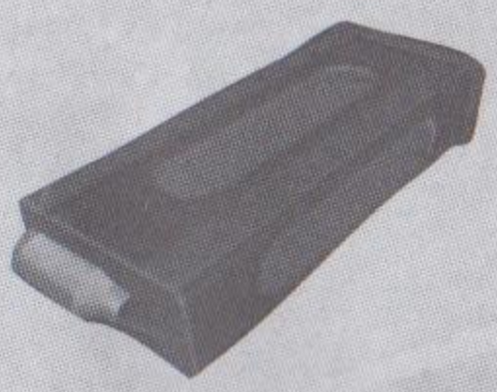
Large M-II Pistol Ammo



Small M-I70 Shotgun Ammo



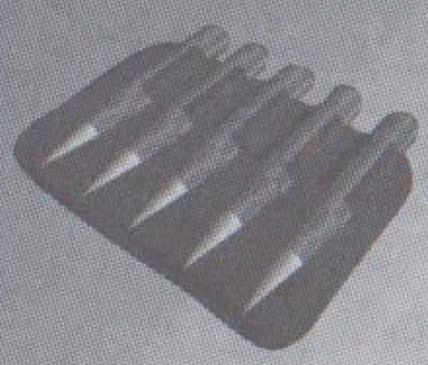
Large M-I70 Shotgun Ammo



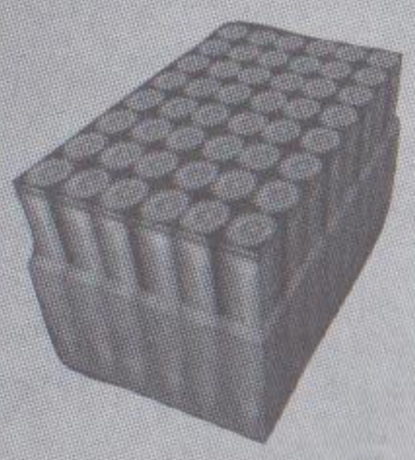
Small XM-32 Assault Rifle Ammo

Large XM-32 Assault Rifle Ammo

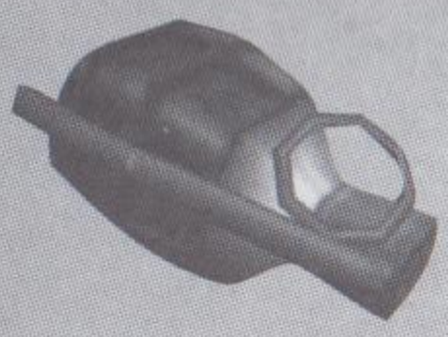
WEAPON PICKUPS



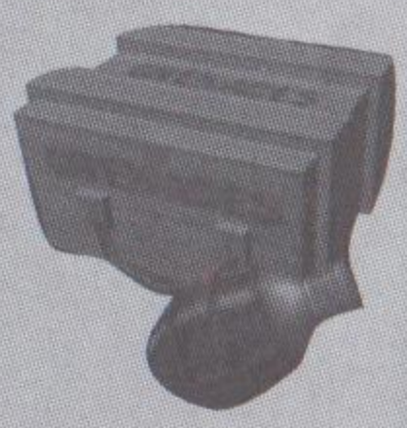
Small SR-I25 Sniper Rifle Ammo



Large SR-I25 Sniper Rifle Ammo



Small M-25 Frag Grenade



Large M-25 Frag Grenade

JB Grenade

Meson Cannon Ammo

SPECIAL REPORT NO. 14
FOR OFFICIAL USE ONLY
(AFR 190-16)
AIR TECHNICAL INTELLIGENCE CENTER

ONLINE USER AGREEMENT

Welcome to the Midway *Area 51* Online Network. Powered by GameSpy™. In order to use the online features in *Area 51* we need for you to read the information below, as it describes the terms under which we are offering you this extended functionality, and the rules that we require you to abide by when using the Midway *Area 51* Online Network. When you have read the information below, please select the 'AGREE' button to continue if you agree to the terms and conditions stated. If you select 'DISAGREE' you will not be able to use the Midway *Area 51* Online Network.

Midway Home Entertainment Inc.
***Area 51* Online Access Terms and Privacy Statement**

These *Area 51* Online Access Terms ("Access Terms") apply to your use of the online multiplayer and community services – such as online competitions, in-game public and private chats, voice conversations, online tournaments and gameplay – ("Service") brought to you by Midway Home Entertainment Inc. ("Midway") 10110 Mesa Rim Road, San Diego, California 92121, through its service provider, GameSpy Industries, Inc. ("GameSpy"). Midway and GameSpy are referred to collectively as "Service Providers." To access the Service, you must have purchased a copy of Midway's *Area 51* game for PlayStation®2, have a Network Adaptor (Ethernet) (for PlayStation®2), and have broadband Internet access. The Service Providers do not allow children under 13 to participate in the Service. If you are between the ages 13 and 17, you should obtain your parent or guardian's permission before participating in the Service. You should read these Access Terms carefully, as they contain the Rules of Conduct that apply to your use of the Service. As part of our efforts to bring you new and exciting features, we may update these Access Terms from time to time. It is your job to periodically review these Access Terms for applicable changes. Your use of the Services after we post any changes to these Access Terms constitutes your agreement to those changes.

I. Your Registration; User Account; Privacy

To access the Service, you will need to create a registration account ("Account"). By creating your Account, you will be asked to agree to comply with these Access Terms and the Rules of Conduct. To create your Account, you will be prompted to enter a nickname and password. During the registration process we may also collect your PlayStation®2 or *Area 51* identification number. These identification numbers are unique numbers assigned to your machine or your copy of the game, and do not contain any personally identifiable information. GameSpy may collect this information in order to assist Midway in providing services and features to you, such as verifying winners in any online tournaments Midway may offer. You will not be required to provide any personally identifiable information during the registration process. Your nickname will be your online identity when you use the Service. You may not select a nickname that is already in use by another user.

You acknowledge and agree that the Service provides you with access to other individuals, including the ability to talk to other players using an optional headset (for PlayStation®2), and that you have no expectation of privacy when using the Service. You further understand and acknowledge that you have control over your privacy on the Service, and that to the extent that you release personally identifiable information to other users through use of the Service, you do so at your own risk. To protect your identity, we encourage you not to use your first or last name as your nickname, and not to disclose personally identifiable information to others on the Service.

Midway may offer sweepstakes, contests, or other interactive features (such as email notifications) in the future. In order to receive or participate in those features, you may need to disclose some personally identifiable information to Midway. Any such information Midway collects will be subject to the terms of the privacy policy you are given at the time you are asked for the personally identifiable information. Your participation in one of these additional Midway features may also be subject to a separate agreement or additional rules. By creating an Account, you agree that use of your Account is expressly limited to you. Your Account may not be transferred or shared with any other party, temporarily or permanently, including any individual whose Account was terminated by Midway. You further agree to bear sole responsibility for all uses of your Account and for the confidentiality of your password.

II. Rules of Conduct

YOU AGREE TO OBEY THE RULES OF CONDUCT AT ALL TIMES WHILE YOU ARE USING THE SERVICE. YOU UNDERSTAND THAT IGNORANCE OF THE LAW OR OF THE RULES OF CONDUCT IS NOT AN EXCUSE. Your compliance with the Rules of Conduct will be interpreted by Midway, and Midway's decisions regarding your compliance are final. By using the Service, you agree to submit to the interpretation and enforcement of the Rules of Conduct by Midway. By accessing, participating in, or otherwise using the Service, you agree to the following Rules of Conduct:

1. You agree that you will not say, submit or otherwise post or state to other users any content that:
a) Contains offensive, profane, harassing, defamatory, inappropriate, racist, threatening, infringing, obscene, or unlawful material, including content that contains excessive shouting (ALL CAPS) or flooding (the posting of repetitive text);
b) Contains slanderous or libelous comments about other users, the Service Providers' employees, or other individuals;
c) Contains personal information about any individual;
d) Violates the privacy of any other individual or entity;
e) Contains business solicitations of any type, including advertising a product, offering a product for sale, or directing readers to a location for more information about a product;
f) Contains viruses, corrupted files, or any other similar software or programs that may adversely affect the operation of the Service Providers' system or a third party's computer;
g) Undermines the operation of the Service or a feature thereof; or
h) Contains unauthorized copies of third parties' works. You understand and agree that Midway has the right to take any action it deems reasonable to end any offensive or otherwise objectionable activity, including the posting of material that violates the foregoing terms.
2. You may not access the Service to collect information, including nicknames, to send mass electronic mailings to users of the Service.
3. You agree not to use the Service to offend, harass, defame, or threaten another individual, including agreeing not to use the Service to form groups or clubs that are based on or espouse racist, sexist or other hate-based philosophies. You further agree not to engage in any activity that interferes with the ability of other users to enjoy the free and unfettered use of the Service.
4. By participating in the Service, you agree not to impersonate any person or entity or falsely represent your affiliation with any person or entity, including any claim to be, or impersonation of, an employee, authorized representative or member of Midway or GameSpy. You further agree not to provide false or misleading information to any Midway employee or authorized representative.
5. You agree not to interfere with, hack, or decipher – or attempt to interfere with, hack or decipher – any transmissions to or from the servers on which the Service resides, or the servers of any other individuals or entities that have access to the Service. You further agree not to exploit the Service, including any hidden bug therein, to attempt to gain an unfair advantage in the play of the *Area 51* game.
6. The Service may not be used for unauthorized electronic commerce. Use of the Service or any of its features for the sale of products or services is prohibited. If, in the sole discretion of Midway, you are found to be using the Service for any inappropriate commercial purpose, Midway reserves the right to take any action it deems reasonable to end such activity.
7. By participating in the Service, you agree not to violate any local, state, federal, or international law, regulation, rule, or guideline, nor will you discuss any unlawful activities, such as hacking, pirating, phreaking, use or promotion of illegal drugs, the exchange or transfer of pirated software, contraband, or other materials that are in violation of U.S. or international copyright laws.
8. Unless Midway lets you know otherwise, you may not reproduce, duplicate, copy, sell, or otherwise transfer or commercially exploit any Content or any Third Party Content (in each case, as defined in Section IV below), accessible through the Service.

ONLINE USER AGREEMENT

III. Enforcement of Rules of Conduct and Termination

Your use of this site is subject to the Rules of Conduct and the Access Terms, any other terms applicable to the various features of our site, and all applicable laws, rules, and regulations. Midway may terminate your Account with or without notice to you if we believe, using our sole discretion, that you have violated any of the Rules of Conduct, these Access Terms, or any law. Midway may also, in its sole discretion and at any time, discontinue the Service or any part thereof, with or without notice. You agree that you do not have any rights in the Service and that Midway will have no liability to you if the Service is discontinued or your ability to access it is terminated, and will not grant any refunds if your Account is terminated.

IV. Midway Content

All content accessible through the Service, including art work, graphics, images, screen shots, text, music, digitally downloadable files, trademarks, logos, product and character names, slogans, and the compilation of the foregoing ("Content") is the property of Midway and its licensors and is protected in the U.S. and internationally under trademark, copyright, and other intellectual property laws. Third party content, including trademarks, trade names, characters, and trademarks and copyrights ("Third Party Content") is the property of the third parties that market or license that content, and is used by Midway subject to license, or subject to the fair use provisions of U.S. law. Users of the Service are expressly forbidden to misuse any Content or any Third Party Content that appears on the Service. You agree not to display or use any Content or Third Party Content accessible through the Service, in any publications, in public performances, for any commercial purpose, in connection with products or services that are not those of Midway, in any other manner that is likely to cause confusion among consumers, that disparages or discredits Midway and/or its licensors (including GameSpy), that dilutes the strength of Midway's or its licensors' property, or that otherwise infringes Midway's or its licensors' intellectual property rights. This includes your agreement that you will not distribute any utilities, tools, software, or other materials that could facilitate the Service or the *Area 51* game.

If you are a trademark or copyright owner and you believe that your trademark rights have been violated in any way, please complete and submit our Intellectual Property Infringement Notification Form to our designated agent, Michael Burke, at Midway Games Inc., 2704 West Roscoe Street, Chicago, Illinois 60618 or at ip@midway.com. A copy of the form is available as a hyperlink from section V of the Terms of Service at our Midway.com Web site (http://www.midway.com). Our agent information is provided pursuant to the Digital Millennium Copyright Act, 17 U.S.C. § 512(c)(2). Our designated agent will respond only to these trademark or copyright issues, for general questions please contact Midway Customer Support at (903) 874-5092 between 10:00 a.m. and 6:30 p.m. CST Monday through Friday.

V. Indemnification

You alone are responsible for your use of your Account, and agree to indemnify and hold Midway, GameSpy, and their respective parents, affiliates, subsidiaries, employees, officers, directors, and contractors harmless from any liability or damage, including reasonable attorney's fees, arising from your use of the Service including (i) for or related to your violation of these Access Terms or the Rules of Conduct, (ii) for statements you make or content you post, (iii) for improper or illegal use of your nickname and password, or (iv) for the infringement of any intellectual property or privacy right of any person.

VI. Representations, Warranties, and Acknowledgement

You participate in the Service and its features at your own risk. If you are dissatisfied with any feature, operability, content, the Access Terms (including Rules of Conduct), other agreements Midway imposes as a condition of usage, or any other component of the Service, your sole remedy is to discontinue use of the Service. Much of the content accessible through the Service is posted through third parties subject to these Access Terms and to the Rules of Conduct. Midway does not endorse and is not responsible or liable for any such third party content accessible at the Service. In addition, the Service Providers make no representations about the reliability of the features of the Service, and disclaim all liability in the event of any service failure. You acknowledge that any reliance on such material and/or systems will be at your own risk. The Service Providers make no representations regarding the amount of time that content accessible through the Service will be preserved. By posting content through use of the Service, you will be deemed to have granted Midway a license for the perpetual, non-exclusive distribution of the information or materials worldwide in any form or forum without charge or liability.

THE SERVICE IS PROVIDED ON AN "AS IS, AS AVAILABLE" BASIS. NO WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THOSE OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, ARE MADE BY THE SERVICE PROVIDERS WITH RESPECT TO THE SERVICE OR ANY INFORMATION OR SOFTWARE ACCESSIBLE THEREFROM. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL THE SERVICE PROVIDERS BE LIABLE FOR ANY INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OF OR INABILITY TO USE THE SERVICE, NOR SHALL THE SERVICE PROVIDERS BE RESPONSIBLE FOR ANY DAMAGES WHATSOEVER THAT RESULT FROM MISTAKES, OMISSIONS, INTERRUPTIONS, DELETION OF FILES, ERRORS, DEFECTS, DELAYS IN OPERATION OR TRANSMISSION, OR ANY FAILURE OF PERFORMANCE WHETHER OR NOT CAUSED BY EVENTS BEYOND THE SERVICE PROVIDERS' REASONABLE CONTROL, INCLUDING BUT NOT LIMITED TO ACTS OF GOD, COMMUNICATIONS LINE FAILURE, THEFT, DESTRUCTION, OR UNAUTHORIZED ACCESS TO RECORDS OR PROGRAMS ACCESSIBLE THROUGH THE SERVICE. IN NO EVENT SHALL THE COLLECTIVE AGGREGATE LIABILITY OF THE SERVICE PROVIDERS FOR ALL DAMAGES, LOSSES, AND CAUSES OF ACTION EXCEED FIVE DOLLARS ($5.00). SOME STATES DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES; AS A RESULT, THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

VII. Sony Computer Entertainment Inc. Dynamic Network Authentication System Disclaimer

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. SCEI, Sony ComputerEntertainment Europe ("SCEE") and their affiliates cannot guarantee the continuous operation ofthe "DNAS" servers. SCEE shall not be liable for any delay or failure of the "DNAS" servers toperform. If you receive a message during login identifying a "DNAS" authentication error, please contact your local PlayStation Customer Care line on the number provided in the software manual. For additional information concerning "DNAS", refer to PlayStation.com. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEE and their affiliates shall be limited to the repair or replacement of the user's affected, game software,console or peripherals at the option of SCEE. SCEE, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages,which may, from time to time, affect online game play or access thereto.

VIII. Miscellaneous

You acknowledge that the Service Providers have the right to delete any messages, files, or any other content that you may have uploaded to any feature of the Service at Midway's sole discretion, including messages, files or any other content that has not been accessed for some period of time and is deemed by Midway, in its sole discretion, to be abandoned, or any materials that violate the terms of this or any other binding agreement.

Both you and the Service Providers acknowledge and agree that no partnership is formed between you and the Service Providers, and neither you nor the Service Providers has the power or the authority to obligate or bind the other. This Agreement will be governed by and construed in accordance with the internal laws of the State of Illinois.

No personally identifiable information is collected in order for you to access the Service, and we thus do not knowingly obtain personally identifiable information from anyone including children under 13 during the provision of the Service. To the extent Midway becomes aware that a child under 13 has provided personally identifiable information to the Service Providers, the Service Providers will take measures to remove such information from its databases and from the Service. If you are a parent, we encourage you to discuss with your children web safety, and to educate your children not to provide personally identifiable information to strangers.

CREDITS

Production

San Diego, CA

Executive Producer . . . . . .Michael Gottlieb
Producer . . . . . .Zach Wood
Associate Producer . . . . . .Devin Shatsky
Assistant Producers . . . . . .Jaime Bencia & John Stookey

Austin, TX

Producer . . . . . .Daryl Allison
Assistant Producers . . . . . .Ken Anderson & Rob Julien
Additional Production Support . . . .Jaimes Grieves & Craig McDonald

Engineering

Technical Directors . . . . . .Andy Thyssen, D. Michael Traub, Steve Broumley, & Craig Galley
Rendering Leads . . . . . .Darrin Stewart & Byron Hapgood
Engineers . . . . . .Mark Billington, Rob Brannon, Jean-Paul Cossigny, Bryon Hapgood, Andrew Harp, Jeremy Howa, Stevan Hird, Jason Franklin, Nick Macron, Mike Reed, Kevin Saffel, Darrin Stewart, Cary Tetrick, Brian Watson & Gary Weber
Additional Engineering . . . . . .Sultan Ansari, Tomas Arce, David Kalina, Jim McHugh, Duang Nguyen & Chris Spears

Design

Creative Director . . . . . .Jim Stiefelmaier
Design Manager . . . . . .Chuck Lupher
Campaign Designers . . . . . .Daryl Allison, Erin Anthony, Tom Bonner, Lucas Davis, Matt Green, Stevan Haird, Jeremy Howa, Chuck Lupher, Nick Macron, Todd Raffray, Rhea Shelley & Gary Weber
Multiplayer Designers . . . . . .Bey Bickerton, Billy Browning, Lucas Davis, Eric Nava, Eric Seiler & D. Michael Traub
Additional Design . . . . . .Amy Albertson, Justin Chin, Leo DeBruyn, Tom Hall, Kent Hudson, Artie Rogers, John Romero, Brandon Salinas, Rand Van Hossen, Harvey Smith & Matt Warchola
Original Story Concept & Script . . . .Bey Bickerton, Justin Chin, Jim Stiefelmaier & John Watson
Writing & Editing . . . . . .Cyrus Lum, Rhea Shelley, Harvey Smith & Jim Stiefelmaier
Additional Writers . . . . . .Justin Chin, Tom Hall & Harvey Smith
Dialogue Script Editing . . . . . .Blindlight
Dialogue Editing Producers . . . .Matt Case & Andrew Helm
Dialogue Editors . . . . . .Brad Baker, Marianne Krawczyk, Michael Traynor & Monica Zapeda

Art

Art Director . . . . . .Pete Franco
Modeling/Level Lead . . . . . .Dave Ancira
Level Lead . . . . . .Michael McClelland
Technical Lead . . . . . .Aaron Smischney
Animation Lead . . . . . .Mookie Weisbrod
Artists . . . . . .Ben Bonner, Carrie Meade, Alison Rogers, Lou Talamo & Michael Fong
Animators . . . . . .Grayson Chalmers & Nick Carter
Additional Artists . . . . . .Billy Browning, Ruben Garza, Tom Heimann, Trevor Lemoine, Cyrus Lum, Brad Marques, John Moore, Eric Nava, Eric Seiler, Jesse Slate, Shane Tarrant & Art Wong
In-Game Cinema Storyboards . . . .Martin Stoltz

CREDITS

Motion Capture Animation

Directors . . . . . .Jimmy Almeida & Kevin Wang
Talent Casting . . . . . .Blindlight
Actors . . . . . .Jimmy Almeida, Josh Green, Myong Hong, Courtland Jones, "Military Mike" Mercurio, Matt Mullins & Benjamin Nicolas

Full Motion Video

Blur Studio

Still Images

Vision Scape Interactive

Audio

Audio Director . . . . . .Marc Shaefgen
Sound Designers . . . . . .Clark Crawford, Dylan Hunt, Adam Kay & Marc Schaefgen
Additional Sound Design . . . . . .Eric Friend
Level Audio Implementation . . . . . .Randy Buck, Dylan Hunt & Marc Shaefgen
Music Implementation . . . . . .Dylan Hunt
Cut-Scene Editing & Mixing . . . . . .Randy Buck
Localization Audio Engineer . . . .Jennifer Noonan
Audio Support . . . . . .Andy Arthur & Jennifer Noonan
Music Composition & Production . . . .Chris Vrenna
Additional Music Composition . . . .Rob King & Clint Walsh
Music Editing & Mixing . . . . . .Adam Kay
Voice Recording/Processing . . . .Soundelux DMG
FMV Sound Design . . . . . .Soundelux DMG

Voice Actors

Ethan Cole . . . . . .David Duchovny
Major Bridges . . . . . .Powers Boothe
Edgar . . . . . .Marilyn Manson
Dr. Cray . . . . . .Ian Abercrombie
Mr. White . . . . . .Phil Proctor
Ramirez . . . . . .Marc Rodriguez
Crispy . . . . . .Josh Keaton
McCan . . . . . .Nolan North
Lt. Chew . . . . . .Beng Spies
Marco . . . . . .Sean Donnellan
Victor5 . . . . . .Brian Cummings
Additional Voices by . . . . . .Steve Blum, Dan Hagen, John Vernon, Lori Allen, Brian Tochi, James McCaffery & Nicholas Guest

Midway QA – San Diego

QA Director . . . . . .Paul Sterngold
QA Supervisor . . . . . .Dan Wagner
Lead Product Analyst . . . . . .Curtis Barnes
Assistant Lead Analyst . . . . . .John Tajuna
Technical Standards Analysts . . . .Rommel Abalos, Matt Jenkins, Jennifer Johnson, Courtland Jones, Jason Jorgensen, Ray Mitchell, Josh Palmer, Colin Payette, Rich Phim & Jimmy Storey
Product Analysts . . . . . .Gregory Bass, Rob Belair, Ben Esguerra, Brian Hackler, Sean Lazar, Anthony Long, Sam Lui, Frank Najarro, Matthew Nelson, Stacey Norman, Jason Richman & John Ryan

CREDITS

QA - Austin, TX

QA Manager . . . . . .Mark Richards
Lead Product Analysts . . . . . .Tim Johnson, Ray Hammer & Kent Raffray
Product Analysts . . . . . .David Bjorndahl, Devin Dixon, Valerie Head, Casey Mendenhall & Jacob Primeaux
Technical Standards Analyst . . . .Ray Mitchell
Additional Testers . . . . . .Nigel Gandy & Russell O'Henly

QA - Chicago

QA Director . . . . . .Loren Gold
Lead Product Analyst . . . . . .Timothy Waller
Product Analysts . . . . . .Reggie Banks, Dave Bulvan, Andy Hernandez, Chris McFadden, Greg Ranz, Warren Wilkes & Ki Wolf-Smith
QA Engineers . . . . . .Robert Lathan & Richard Vrtis

Localization

MediaLocate

Localization Coordinators

Clermont Matton & Ivan Glaze

Localization Product Analysts

Rogelio Aguilar, Sebastian Braun, Leonardo Capezzuto & Grace Sikorska

Midway Studios Austin

Studio General Manager . . . . . .Denise Fulton
Studio Technical Director . . . . .Craig Galley
Studio Art Director . . . . . .Cyrus Lum
Studio Creative Director . . . . .Harvey Smith
HR Manager . . . . . .Renee Higgs
Office Admin . . . . . .Carrie Barcroft
IT Manager . . . . . .Paul Vaden
System Administrator . . . . . .Billy Spears

Marketing & PR

Steve Allison, Reilly Brennan, Serene Chan, Tim Granich, Mona Hamilton & Natalie Salzman

Legal

Michael Burke, Debbie Fulton, Rob Gustafson & Cory Halpern

Print Design & Production

Creative Services - San Diego, Ca.

Creative Media

Rigo Cortes, Max Crawford, Beth Smukowski & Christa Woss

Midway Games - UK

European Marketing Director . . . .Matt Broughton
Senior Product Manager . . . . . .Mike Eglington
European Product Manager . . . . .Matt Huband
Public Relations Manager . . . . .Phil Robinson
Software Product Coordinator . . .Joanna Hammond
Graphic Artist . . . . . .Yoni Attias
European Submissions Coordinator . . .Chris Giggins

Blur Studio

Creative Director . . . . . .Tim Miller
CG Supervisor . . . . . .Dave Wilson
Animation Supervisor . . . . . .Jeff Weisend
FX Supervisor . . . . . .Kirby Miller
Producer . . . . . .Sherry Wallace
Layout / Animatic . . . . . .David Nibbelin

CREDITS

Modeling . . . . . .Heikki Anttila, Corey Butler, Sze Chan, Jangwoo Choi, Jerome Denjean, Ian Joyner, Alexandre Litchinko, Dan Knight, Kevin Margo, Barrett Meeker, Sid Moye, Tuan Ngo, Cemre Ozkurt, Laurent Pierlot, Dan Rice, Brandon Rize, Jonas Thornqvist & Dave Wilson

Rigging . . . . . .Carlos Anguiano, Sze Chan, Paul Hormis, Kull Shin & Sung Wook Su

Animation . . . . . .Davy Sabbe, Wim Bien, Bryan Hillestad, Makoto Koyama, Onur Yeldan, Jason Talor, Ruel Pascual, Samir Patel, George Schermer, Gus Wartenberg & Jeff Weisend

Lighting and Compositing . . . . .Heikki Antila, Corey Butler, Jerome Denjean, Kevin Margo, Brandon Riza & Dave Wilson

FX . . . . . .Daniel Perez Ferreira, Seung Jae Lee, Kirby Miller & Sung Wood Su

Cloth Simulation . . . . . .Carlos Anguiano & Paul Hormis

CG Character Technical Supervisor .Jon Jordan

Character Modeling QC Supervisor .Sze Chang

Mocap Supervisors . . . . . .John Bunt & Eric Lalumiere

Mocap . . . . . .Ryan Girard

Concept Design . . . . . .Chuck Wojtkiewica & Sean McNally

Story Development . . . . . .Paul Talor

Coordinator . . . . . .Debbie Yu

Production Assistant . . . . . .Amanda Powell

Programming and Sys Admin . . . . .Duane Powell, Paul Huang, Matt Newell & Barry Robison

Mocap Talent . . . . . .Gavin Carlton, Steve Gibbons, James Hymes, Richard Machowica, Elimu Nelson & James Silverman

Soundelux DMG

Supervising Sound Designer/Editor .R Dutch Hill

Voice Director . . . . . .Kris Zimmerman-Salter

Mixing . . . . . .Tom Ozanich

Sound Design Editing . . . . . .Pam Aronoff & Bryan Celano

Dialogue Editing . . . . . .Brad Beaumont, David Grant & Justin Langley

Recording Engineer . . . . . .Elliot Anders

Foley Recordist . . . . . .Don Givens

Foley Walkers . . . . . .Zane Bruce & Jeff Gunn

Production Coordinator . . . . . .Sara Huddleston

Voice Over Coordinator . . . . . .Jacquie Shriver

Production Assistant . . . . . .Mark Camperell

Special Thanks

Ayzenberg, Barrett Foster, Christian Munos, Darren Walker, David Zucker, Denis Ang, Greg Mucha, Jeremy Airey, Jill Kogut, Jim Gentile, John Podlasek, Judy Stubbington, Kudo, Mark Beaumont, Matt Vella, Nico Bihary, Nicole Garcia, Regan Kerwin, Russell Byrd, Sara Moschea, Steve Booth, Steve Crane, Tim Corbett, Trevor Snowden, Randall Mage, Nina Lampinen and Everyone at Localsoft.

Music

"Also Sprach Zarathustra"
Written by Richard Strauss
Published by CF Peters Corp. (BMI)
1932 to C.F. Peters, Leipzig

Production Babies

Test Subjects returned to Earth during the development of Area 51:
05/15/2003 - Paris Julianne Broumley
11/14/2003 - Julia Elizabeth Macron
08/24/2004 - Harry David Billinton
10/17/2004 - Amelia Patrycja Hunt
01/09/2005 - Anna Elise Stubbington
08/13/2005 - John Arnold Smischney

WARRANTY

Midway Games Limited warrants to the original purchaser of this Midway Games Limited product that the medium on which the computer programme is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Games Limited software is sold "as is", without express or implied warranty of any kind, and Midway Games Limited is not liable for any losses or damage of any kind resulting from use of this programme. Midway Games Limited agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Games Limited product, postage paid, with proof of purchase, at its Customer Service Centre. Replacement of this Game Pak (PAK), free of charge to the original purchaser is the full extent of our liability. Please mail to Midway Games Limited, 43 Worship Street, London EC2A 2DX Please allow 28 days from dispatch for return of your Game Pak.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Games Limited product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING OR OBLIGATE MIDWAY GAMES LIMITED. ANY IMPLIED WARRANTIES OF APPLICABILITY TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY GAMES LIMITED BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY GAMES LIMITED PRODUCT. THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer programme and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, lending, broadcasting and public performances are prohibited without express written permission of Midway Games Limited.

Midway Games Limited
43 Worship Street
London
EC2A 2DX
www.midway.com

Midway Games Technical Support
+44(0) 207 382 7739
Monday-Friday 10:00-17:00
support@midwaygames.co.uk

CUSTOMER SERVICE NUMBERS

Customer Services Numbers

• Australia — **1300 365 911**
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 500 535**
0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **08 31 32 33**
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00321 0678 2000**
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **848 82 83 84**
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **21 344700**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **820 75 050**
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**
Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK — **08705 99 88 77**
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Please call these Customer Service Numbers only for hardware support of PlayStation products.

HINTS AND TIPS LINE

For walkthroughs, cheats and tips call

09065 55 88 55

Callers must be 16 years or over

This is a fully automated service that provides hints and playing tips for Area51™. Information is updated on a regular basis.

Note: Calls are charged at £1 per minute*.
Please ask the permission of the person paying the bill before phoning.

Average duration of the call is 3 minutes.

This service is only available in the UK. *Details correct at time of going to print.

SLES-52570

"PlayStation", "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

5037930071799